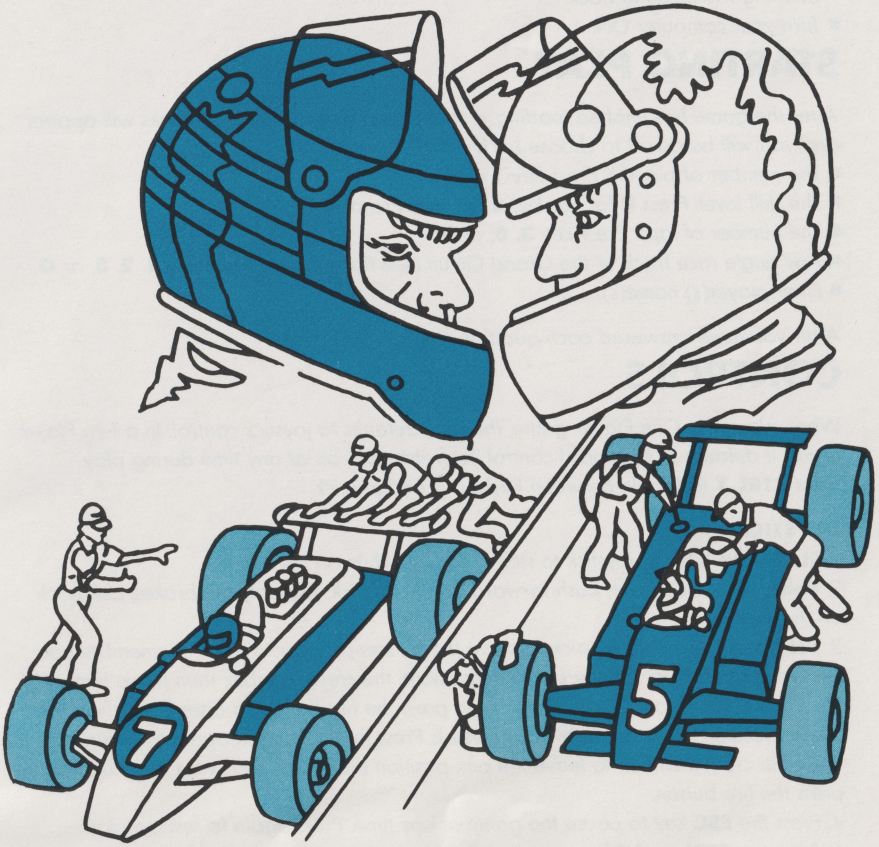
EPYX™
COMPUTER SOFTWARE

PITSTOP II™

INSTRUCTION MANUAL

for the Apple II® Computers



OBJECTIVE

Winning each race requires strategy, determination, and guts. Drive as hard as you can, but keep an eye on your tires and the fuel gauge. You may find that you can build a lead by wearing out your tires, then lose the race because you have to make an extra pit stop. Your objective is to balance speed against fuel consumption and tire wear—to spend as much time on the track and as little time as you can in the pits. The player who makes the fastest pit stops usually has an edge on winning the race.

GETTING STARTED

Loading Instructions:

- *Set up your Apple® Computer as shown in the Owner's Manual.*
- *Plug your joystick into your Apple Computer (only for One Player mode) as shown in the Owner's Manual.*
- *Insert your* PITSTOP II *disk into the disk drive, label facing up and the oval cutout pointing towards the back.*
- *Turn your computer ON.*

STARTING PLAY

After the game has finished loading, a split screen view of the race tracks will appear and you will be asked to choose each option shown:

- *The number of players. Press key* **1** *or* **2**.
- *The skill level. Press* **R** *for Rookie,* **S** *for Semi-Pro or* **P** *for Pro.*
- *The number of laps. Press key* **3**, **6**, *or* **9**.
- *Any single race track or the Grand Circuit (see Race Tracks). Press key* **1**, **2**, **3**, *or* **G**.
- *Enter player(s) name(s).*

After you have answered each question, the race will begin.

CONTROLS

When playing a One Player game, the race defaults to joystick control. In a Two Player game, it defaults to keyboard control. To switch controls at any time during play press **CTRL T** *to toggle between keyboard and joystick.*

JOYSTICK:

1. **Steering:** *Use the joystick to steer your car while on the track.*
2. **Speed:** *To accelerate, push forward on the joystick. To apply the brakes, pull back on the joystick.*
3. **Pit Crew:** *Use your joystick to move the pit scene cursor to the crew member you wish to control. Press the fire button to activate the crew member, then move him with the joystick. To use another crew member, press the fire button to disengage the cursor, then reposition the cursor with your joystick. Press the fire button again to engage the other crew member. To leave the pits, position the cursor near your flagman and press the fire button.*
4. *Press the* **ESC** *key to pause the game at any time. Press again to resume play.*
5. *Press the* **CTRL** *and* **S** *keys to turn off the sound. Press again to turn on.*

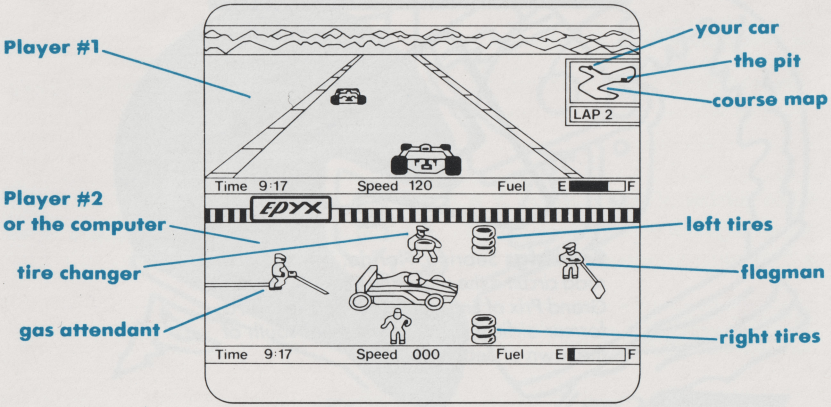
INTRODUCTION

PITSTOP II is the first racing game that brings you the thrill of battling an opponent, the excitement of fighting for the lead out on the track and the suspense of struggling to be the first out of the pits. Realistic first-person graphics and a split-screen display allow you and another player to experience the challenge of auto racing head-to-head. The challenge of true competitive action.

This is racing. The way it's supposed to be. You can't relax when you take the lead, because you know he's right there behind you. Will he try to pass you in the hairpin turn? Or do you think he'll wait for the next straightaway? Three of the world's toughest race tracks are waiting, from Brands Hatch and its hairpin turns to the mile-long straightaway of Sebring. You can practice against the computer... but nothing will compare to the fun of racing against another person. That's the whole story behind PITSTOP II. It's simple—auto racing was never meant to be a solo sport.

KEYBOARD:

PLAYER ONE	FUNCTION	PLAYER TWO
← *or* **K**	*Steer Left*	**A**
→ *or* **L**	*Steer Right*	**S**
;	*Accelerate*	**D**
.	*Brake*	**X**
P	*Enter Pit*	**E**
Arrow keys *or* **K, L, ;, .**	*Move Pit Cursor Or Crew Member*	**A, S, D, X**
P	*SelectDeselect Crew Member*	**E**



RACING

When it's race time, the option questions are replaced with your instrument display, and two views of the race track. The upper half of the screen is Player One's display. Player Two (or the computer) uses the lower half of the screen.

The map: *Out on the race track, it's important to keep track of three things—your car, your opponent's car, and the pits. Use the course map, located at the right of the screen, to determine your position and the distance to the pit. You can see your opponent's position on his course map.*

Tires and fuel: *Keep an eye on your fuel supply and tire wear, because you'll need to make a pit stop when your fuel is low or when your tires are worn. Your fuel indicator is located at the bottom half of the screen. You will use more fuel at higher speeds—so if you want to make fewer pit stops, try a slower pace.*

Tire wear is indicated by the color of the tires on your tire wear indicator gauge. The tires start dark purple and change to lighter colors as tire wear accumulates—they finally turn white at the last stage before a blowout. Tire wear is caused by taking corners at high speeds, bumping into other cars, or hitting the side of the road. Once a tire turns white, even the slightest bump will cause a blowout and put you out of the race.

NOTE: To avoid excessive tire wear on turns, try to hold your car stable through the turn without letting it skid to the outside of the curve.

The pits: *The sign indicating the pit entrance will appear on the LEFT side of the track as you approach the pits. To enter the pits, slow down to less than 100 m.p.h. and press the fire button (or the P key for Player One and the E key for Player Two). Races can be won or lost in the pits, so don't waste a second. To refuel, move the crew member with the hose to the gas intake on the back of your car. Watch your fuel indicator! If you overfill, the tank will empty and you'll have to start over again!*

To change tires, move the appropriate tire changer to the worn tire on your car—after he grabs the tire, hurry over to the stack of new tires. Once you pick up a new tire, move back to the car and mount it. To leave the pits, move the cursor near the flagman and press the fire button (or the P key for Player One and the E key for Player Two). Make sure all crew members are away from the car.

Crashing: *Depending on your speed, your car may explode upon impact with another car or if your car tires wear out and cause a blowout. Once your car has exploded, the race is over for you. You will still appear in the final race results, but instead of a time, you will be listed with a time of DNF (Did Not Finish) and will receive no points.*

Out of gas: *If you run out of gas on the race track, the race is over for you. Better luck next time!*

GRAND CIRCUIT

For an additional challenge, select the GRAND CIRCUIT on the game menu. Here you'll race all of the tracks in succession, building points according to how you finish each race. After the last race, the driver with the highest point total is considered the World Driving Champion.

SCORING

After each race, the final standings list the order of finish and racing times. Also listed is the number of points awarded to each driver, according to the order of finish. When you race the GRAND CIRCUIT, the championship will go to the driver with the highest point total for all three races on the circuit.

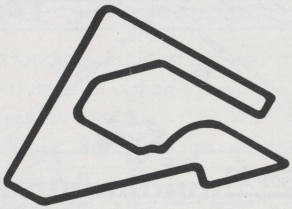
CONTINUING PLAY

When a race is over, press any key to play again. In addition, you can return to the Game Options Menu by pressing the CTRL and O keys at any time during play.

RACE TRACKS

Brands Hatch: *Farmingham, England. The 2.65-mile road course is one of the sites of the British Grand Prix, and is located 20 miles northwest of London.*

Hockenheim: *Hockenheim, Germany. A 4.8-mile road circuit which serves as one of the sites of the German Grand Prix. It is located nine miles southwest of Heidelberg.*



Sebring: *Sebring, Florida. The 5.2-mile road circuit is the site of the Sebring 12 Hour Grand Prix of Endurance. The course is on a former airfield located nine miles south of the town of Sebring.*

LIMITED WARRANTY

Epyx, Inc., warrants to the original purchaser of this Epyx software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Epyx software program is sold "as is," that is without express or implied warranty of any kind, and Epyx is not liable for any losses or damages of any kind resulting from use of this program. Epyx agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Epyx software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Epyx software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER EXPRESS WARRANTIES AND NO OTHER REPRESENTATION OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE EPYX. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL EPYX BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS EPYX SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or the exclusion or limitation of incidental or consequential damages so the above limitations and/or exclusions or limitation of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

PROOF-OF-PURCHASE

EPYX COMPUTER SOFTWARE

PRODUCT #953D

EPYX COMPUTER SOFTWARE

1043 Kiel Court, Sunnyvale, CA 94089

© 1984 Epyx, Inc.

Apple is a registered trademark of Apple Computer, Inc.

Part #09503D-60